



FREE PREVIEW • NOT THE GAME ITSELF

The Last Reservation at Bellwether Hotel

The Bellwether Hotel reopens tonight, one hundred years to the day after its first guests arrived. At dessert its new owner promised to read the last reservation in the old book aloud. By the toast, the owner was dead and the book was gone.

USE THIS PREVIEW TO PLAN

- Page 2 shows all twelve characters, with a dress idea for each, so you can start casting your guests.
- Page 3 tells you what the full game asks of a host, so you can decide whether it suits your party.

WHAT THIS PREVIEW IS NOT

It has no character booklets, no evidence and no solution — you cannot play the mystery with it. The full game is a separate download.

The guests

Eight are always played; Briar, Cass, Indigo and Frankie join for 9 to 12 guests.

ALWAYS PLAYED

Wren Bellwether

The last of the Bellwether family

Signed the family hotel over tonight, and smiled for every photograph.

Wear: Midnight blue, and the family's old brass key on a chain.

ALWAYS PLAYED

Ellis Marchetti

General manager

Has run the Bellwether twice: once as it closed, and again tonight.

Wear: A navy suit and a brass name badge.

ALWAYS PLAYED

Remy Castellano

Head chef

Cooked tonight's 1926 menu from memory. Or from something better than memory.

Wear: Chef's whites, or anything with an apron.

ALWAYS PLAYED

Jo Lindqvist

Head of housekeeping

Knows every room in the building, and who sleeps in it.

Wear: A gray uniform or a simple dark outfit, with a key ring.

ALWAYS PLAYED

Hollis Grant

Restoration architect

Rebuilt the Bellwether beam by beam, and knows every corridor in it.

Wear: A charcoal suit with a white rose in the lapel.

ALWAYS PLAYED

Sutton Pryce

The trust's lawyer

Drafted every word of tonight's agreement, and billed for every one.

Wear: Black evening wear and a small beaded bag.

ALWAYS PLAYED

Lennox Hale

Travel and food writer

Reviewed the Bellwether once before. The hotel closed soon after.

Wear: A burgundy velvet jacket and a notebook.

ALWAYS PLAYED

Dana Whitcombe

Town councilor

Got the Bellwether its permits in record time, and its ribbon cut on time.

Wear: Emerald green and a council pin.

OPTIONAL

Briar Nakamura

Library Bar bartender

Remembers every order, and most of the confessions.

Wear: A bartender's vest, or anything smart and black.

OPTIONAL

Cass Morrow

August's assistant

Kept August's diary, August's secrets and August's coat.

Wear: A sharp black suit and a clipboard.

OPTIONAL

Indigo Shaw

Hotel archivist

Found the old reservation book in a crate in the basement.

Wear: Something from the 1920s, if you like — the gallery is your stage.

OPTIONAL

Frankie Moss

Bellhop, first week on the job

Carried everyone's luggage tonight, and remembers every room number.

Wear: A bellhop jacket, or anything with brass buttons.

Before you buy

What the full game asks of you and your guests.

IS IT RIGHT FOR YOUR PARTY?

Guests	8 to 12 adults or teens (14+). Eight characters are always played; up to four more join.
Time	About two hours with dinner: an opening, three acts, accusations and the reveal. Designed to this length; not yet timed with a real group.
The host	Reads a short script and opens three envelopes. The host can play a character too, if they print without reading.
Acting	None needed. Guests can stay seated and read their cards aloud.
Content	A fictional death that happens offstage and is never described; an old theft, a job hunt, unpaid bills and a business deal. Nobody needs to drink, dress up, act or walk around to play; the bar is only a place in the story.

WHAT THE FULL GAME INCLUDES

- A host guide with an exact print list for 8, 9, 10, 11 and 12 guests, a read-aloud script, cue cards and what to do if someone cancels.
- Twelve player booklets of three pages each: a dossier, and an Act 2 and an Act 3 page that stay folded shut until their act.
- Three sealed round envelopes of evidence, a hotel map with walking times, detective notes, a timeline board and ballots.
- A sealed solution that proves the answer step by step, with why it was not anyone else.
- Party extras: invitations, place cards, name badges, a menu, awards, a teaser poster and invitation words to copy. Low-ink pages that print well in black and white.
- A large-print copy of every player booklet (about 17 pt), for any guest who prefers bigger type.